MISSION SHARK

ATARI XL/XE

Zeppelin Games

GAMESPLAY

The Mission agent is directly controlled by a **JOYSTICK** connected to the relevant port on the Atari.

Pressing **FIRE** starts the game with the agent positioned at the entrance to the enemy's HQ.

Pressing **OPTION** toggles between Music and Sound FX during the course of the mission.

Inside the huge complex there are **FOUR** canisters which contain the information vital to the success of Mission Shark. Once all four canisters have been located and retrieved, the agent must make their way back to the exit to be removed by helicopter.

Security in the complex is maintained by electric field gates, which are de-activated by reaching the numbered VDU screens. Once a gate has been destroyed, it cannot be re-activated.

The agent carries a lightweight silenced machine gun which is operated by the **FIRE** button. A supply of high explosive grenades is also available, which are thrown by pulling down on the Joystick whilst pressing **FIRE**. When these units are running low, the agent can use the enemy supplies found on certain levels to replenish his fighting capacity.

The strength of the agent is shown by the green bar at the bottom of the screen. Collecting Hearts returns his energy to the highest level.

Protection of the HQ is at state **RED**, with all soldiers searching the building for the Mission Shark agent. This also means that anti-personnel mines have been armed in particularly sensitive areas, as well as roof mounted gun blocks.

The red block at the right hand side of the screen shows the agent's position and progress within the enemy HQ.

Mission Shark - *prepare yourself for the ultimate in high danger agent combat !!*